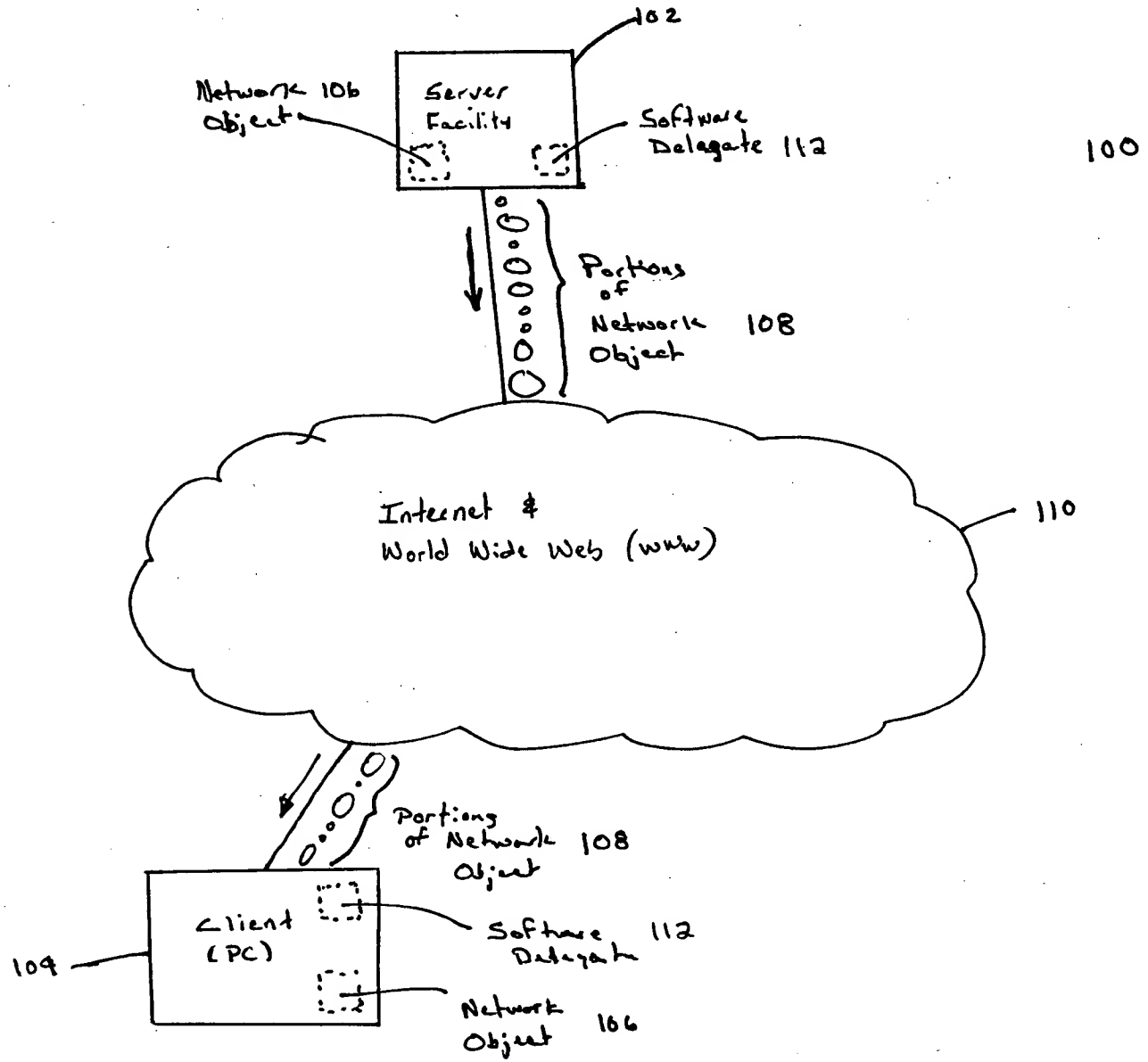
102
Network 106 Object
Server Facility
Software Delegate 112
100
Portions of Network 108 Object
Internet & World Wide Web (www)
110
Portions of Network 108 Object
Client (PC)
109
Software Delegate 112
Network Object 106

FIG. 1A

120

```
au = SilentDownload.find("CoolSoftware")
if (au == null)
{
  au = new SilentDownloadTask();
  au.Init("CoolSoftware",
    "http://home.foo.com/download/5.1/SilentDownload.jar",
    "http://home.foo.com/download/5.1/SilentDownload.html");
}

switch (au.state)
{
  case SilentDownloadTask.SDL_ERROR:
    au.Remove();
    break;
  case SilentDownloadTask.SDL_COMPLETE:
    au.Remove();
    // open the downloaded jar file, which puts up the
    // UI and does the install break;
}
```

FIG. 1B

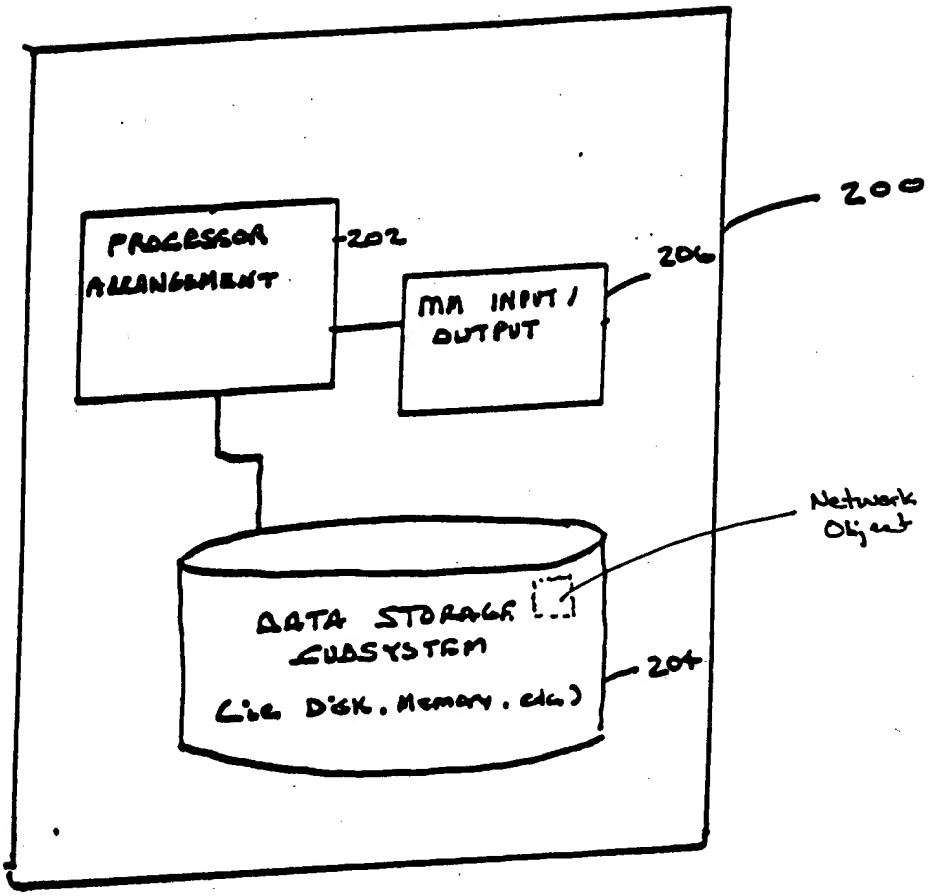
PROCESSOR ARRANGEMENT
202
MM INPUT / OUTPUT
206
200
Network Object
DATA STORAGE SUBSYSTEM
(i.e. DISK, MEMORY, etc.)
204

FIGURE 2

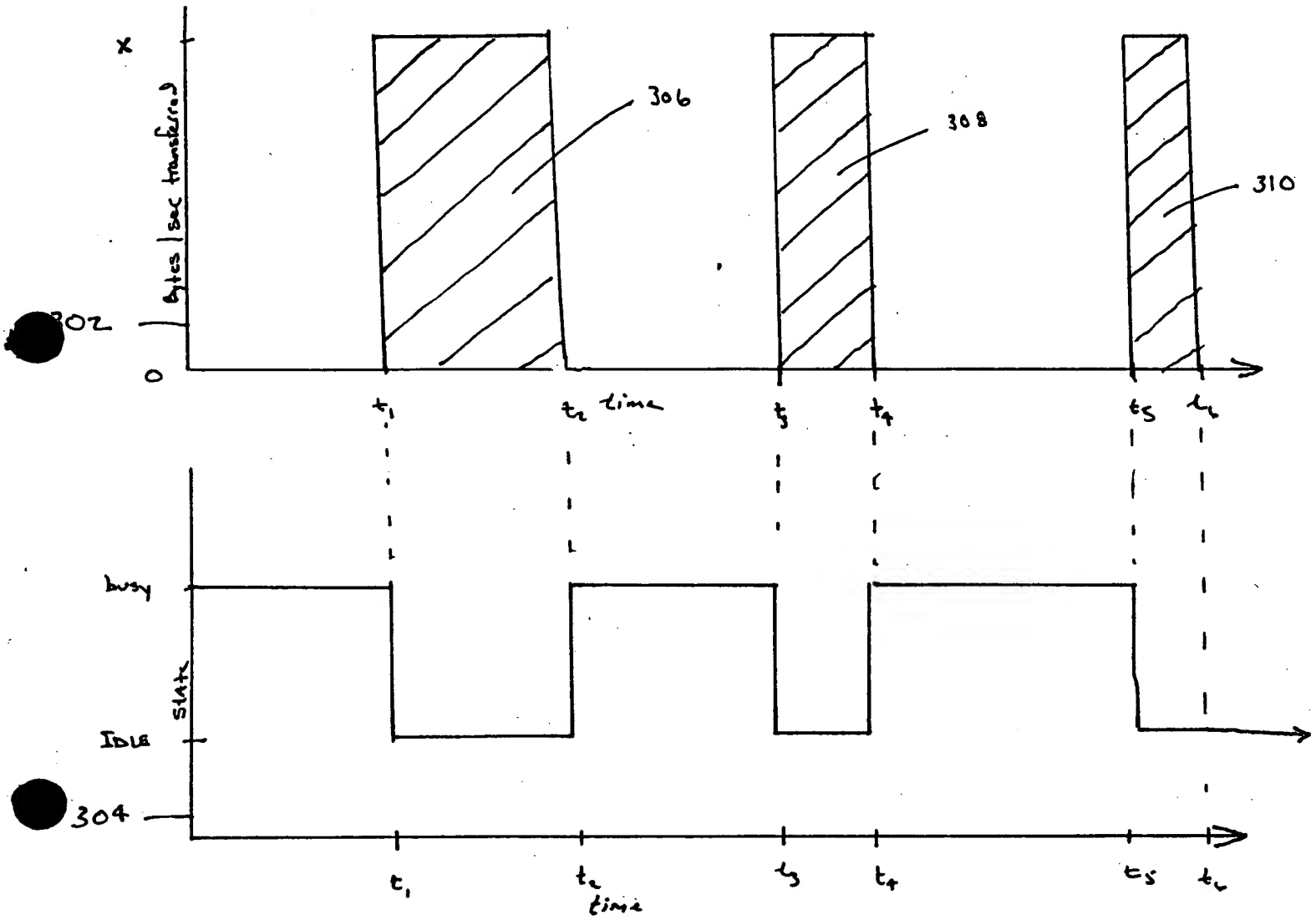

FIG. 3

09520916 .032000

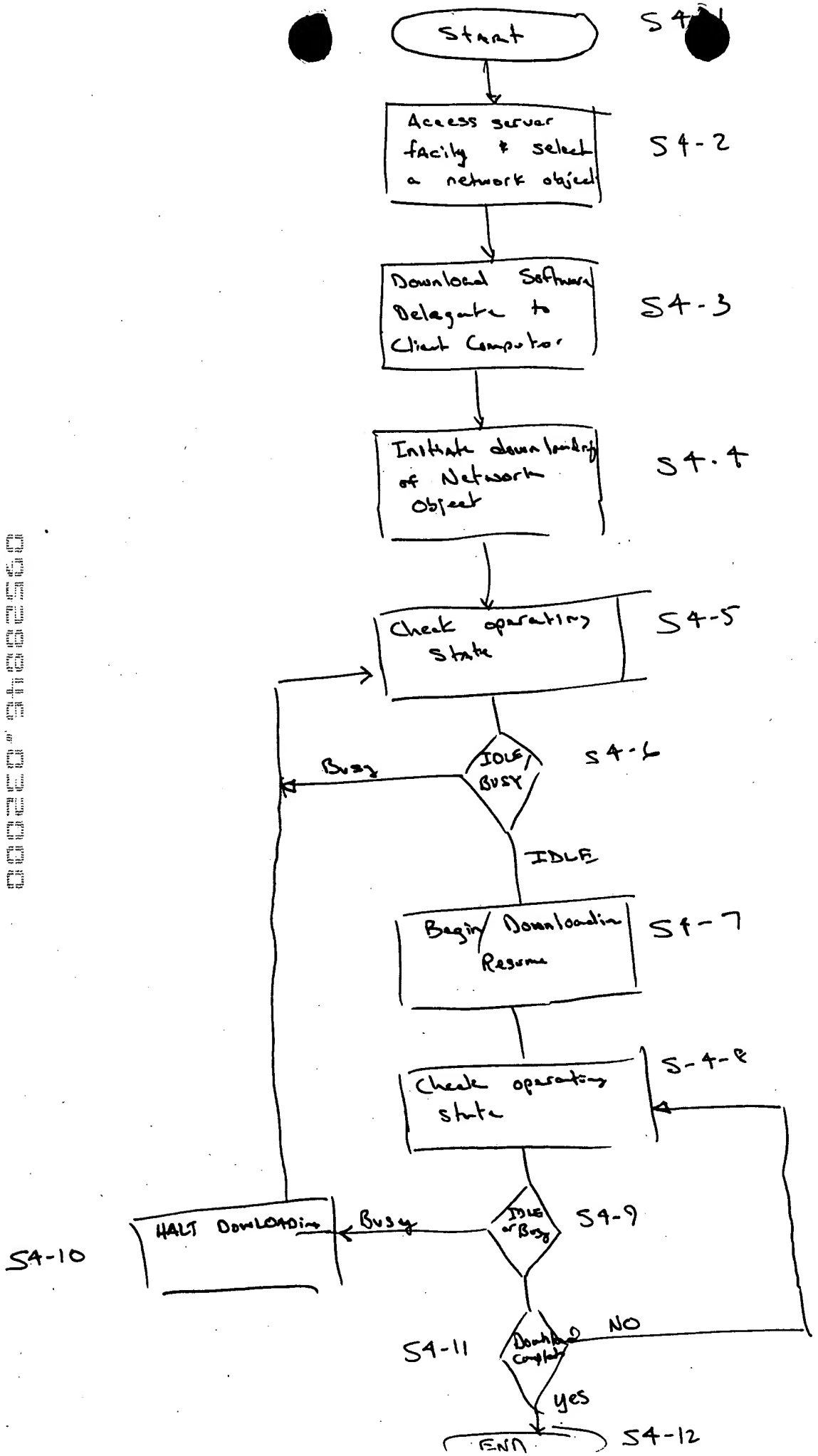
Start
S4-1
Access server facily & select a network object
S4-2
Download Software Delegate to Client Computer
S4-3
Initiate downloading of Network Object
S4.4
Check operating state
S4-5
IDLE/ BUSY
S4-6
Busy
IDLE
Begin/ Downloading Resume
S4-7
Check operating state
S-4-8
IDLE or Busy
S4-9
HALT DOWNLOADing
Busy
S4-10
S4-11
NO
yes
END
S4-12

FIG. 4